

TO ACTIVATE

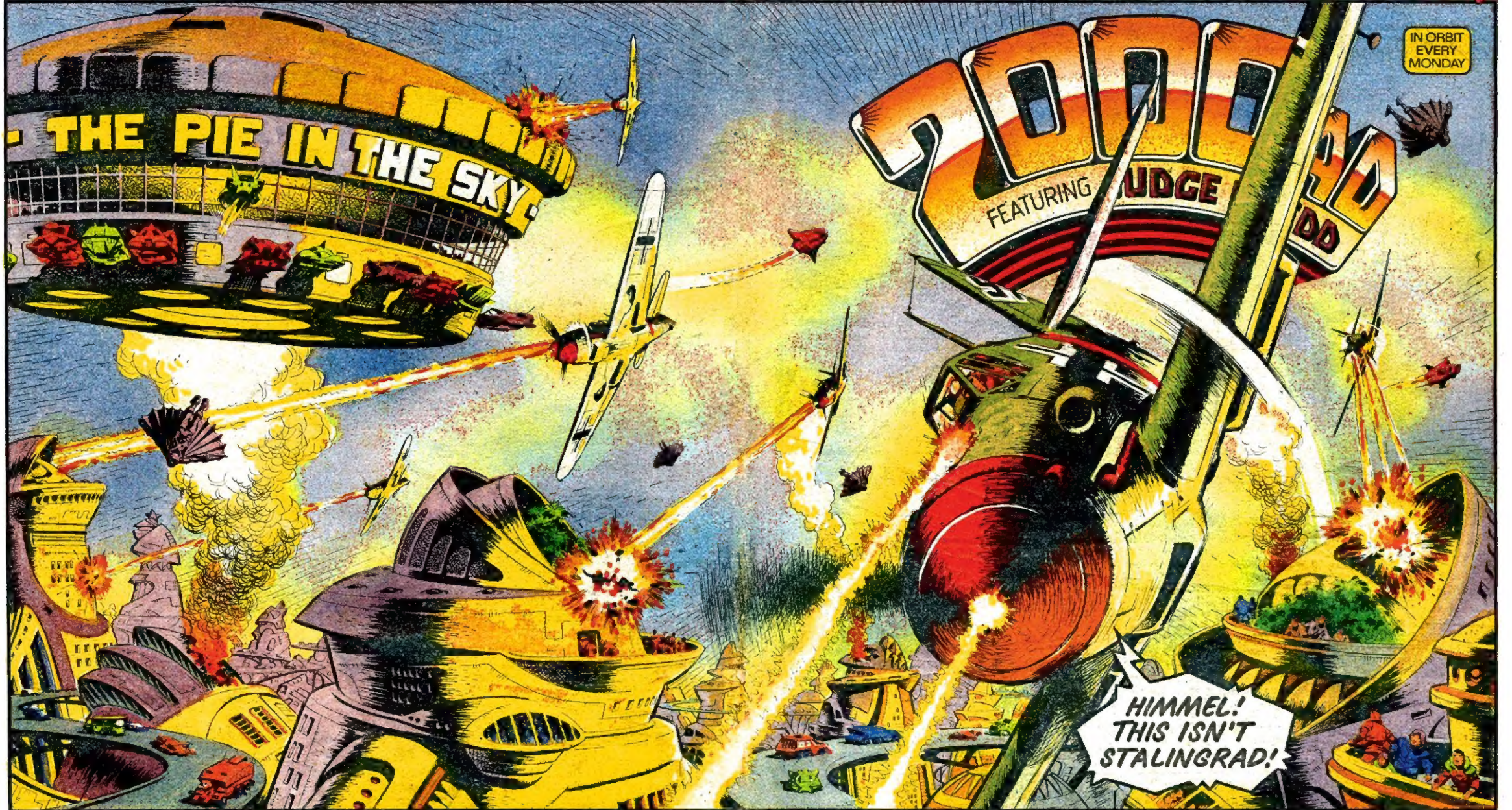
Boys! Think, Earthies! Here is another 'air' pull-out poster for you to display on your bedroom wall. To detach the poster open the staples in the middle of the comic. Then, using a pair of sharp scissors, neatly trim off the sides up to the black line. Lastly, paste the poster on to a piece of cardboard which has been cut to size. Look out for another amazing cover poster soon!

PROG 446
30 NOV 85

MESSERSCHMITTS IN THE MEGA-CITY!

24p

\$1.60 Malaysia 70c Australia 70c New Zealand



IN ORBIT
EVERY
MONDAY

HIMMEL!
THIS ISN'T
STALINGRAD!

NERVE CENTRE

BORAG THUNGG, EARTHLETS.

I have programmed an extra-zarjaz wraparound cover for this issue as a circuit-warning to you all: the contents of this prog are extra-zarjaz! Your primitive wiring systems will be damaged enough by my 5 serotnig stories, but they're also about to be bombarded with my unbelievably generous *Ghostbusters* video competition – and on top of all that, there's a nail-biting bulletin about next prog's thrill-power breakthrough, the likes of which could only be created in my cosmic comic. 2000 AD: it's tough but it's ghaufflebette!

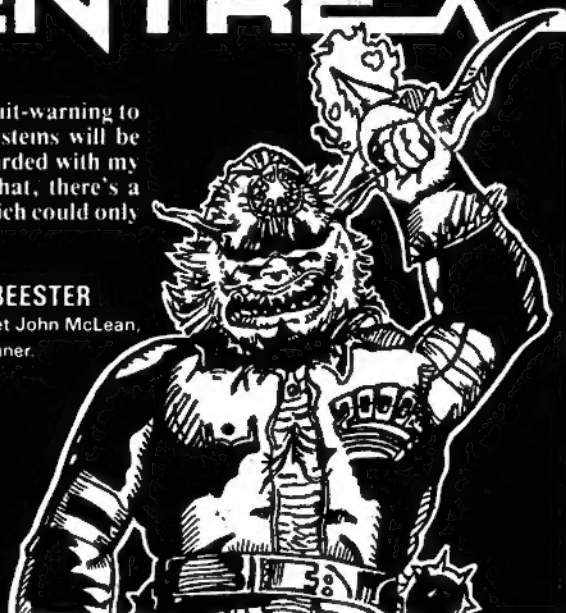
SPLUNDIG VUR THRIGG!

THARG

THARG THE BEESTER

Drawn by Earthlet John McLean.

Airdrie. £10 Winner.

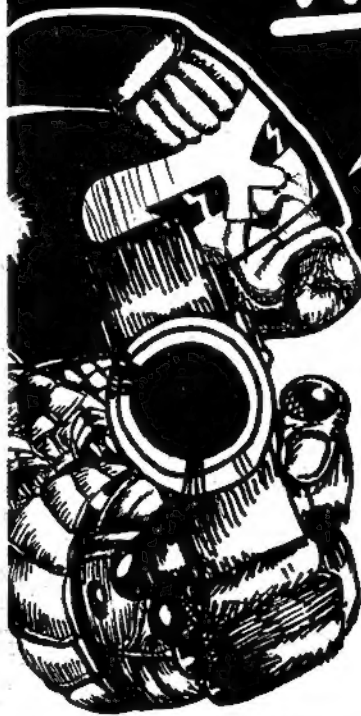


**OK, PUNK-MAKE MA
BREAKFAST!**

JUDGE HUNGRY HARRY

Drawn by Earthlet David Dow.

Glasgow. £10 Winner.



BACK PROGS : CELTIC UPDATE

£5 in Galactic Groats to Earthlet Anthony Reynolds for telling me about ROATH BOOKS, 188, CITY ROAD, CARDIFF. Absolutely nothing for ALCHEMIST'S HEAD, 10, EAST ESSEX STREET, DUBLIN, for telling me that their phone number is Dublin 791306. Tharg the Generous.

GUESS WHAT....?

Dear Mighty One,

I regret to inform you that, according to the laws of physics, Script Robot Pat Mills got it wrong in *Nemesis* (Prog 437). A white hole would be the exit point from Termight, and a black hole the entry point – unless of course Seth is fitted with antigravity drive.

From Earthlet R.D.Dale, Popsham, Devon. Physics Undergraduate and £5 Winner.

To cut a long story short, giving it to you straight, and not beating about the bush... Seth is fitted with antigravity drive.

THE LONE DERANGER!

Dear Tharg,

Apart from your mighty self, I haven't seen signs of any Betelgeusians for the past 6 years. Since mighty green aliens must be very conspicuous, I conclude that you are the only Betelgeusian on Earth. Don't mighty beings get on with each other on a small planet? Or haven't the others heard about the thrill-sucker menace here? Whatever the reason, I hope that pride in your zarjaz comic makes up for having only droids and Earthlets for company.

From Earthlet Jenny Hands, Nottingham. £5 Winner.

Thank you, it does. However, my solitude on Earth is due to there being so many primitive planets in the cosmos, and so few Betelgeusians to go around them – hence the old Quaxxann saying: "This globe ain't smart enough for the both of us."

OH, THAT TORSO IN METAL!

Sir,

I wonder if any of your readers have noticed the similarity between *Nemesis the Warlock* and Sir Jacob Epstein's "Torso In Metal" from "The Rockdrill" (1913-1914). I wonder if they are by chance related? Also, being an apprentice Welshman, I am eager for the return of *Sláine*, so that I may once more resume my study of how a true Celt should behave. Please, how long have I to wait?

From Earthlet Dave Popplewell, Aberystwyth. £5 Winner.

Sláine returns next prog in the first-ever thrill-powered adventure gaming comic saga. In return for this circuit-sizzling snippet of information, I expect to receive a scan of the Terran sculpture in question.

VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.

List your three favourite stories
IN THIS PROG on the coupon and
enclose it with your entry.

1.....

2.....

3.....

I Dislike:.....

My Age Is..... 446

Strontium Dog

2170. THE DOGHOUSE, HEADQUARTERS
OF THE SEARCH/DESTROY AGENCY—
THE STRONTIUM DOGS

LISTEN UP, FREAKS! NEXT
JOB'S A TERMINATION ON
GOD GOD WITHERS, LAST
SEEN ON CRUDENZ WORLD.
PAYS FIVE THOU. ANY
TAKERS?

A LOUSY FIVE THOU?
I WOULDN'T EVEN
TERMINATE YOU FOR
THAT, HARVEY!

NO TAKERS? GREEDY
SCUMBAGS! OKAY—
PUT THAT ONE ON
HOLD.

2000AD
Credit Card:
SCOTT ROBOT
GRANT
ART ROBOT
SQUERRA
LETTERS ROBOT
ROBSON
COMPU-73e

HOW'S ABOUT THIS
ONE THEN? FIFTY
THOU REWARD—A
BRING-EM-BACK-
ALIVE SPECIAL.
CREATURE KNOWN
AS THE HAAG FROM
PLANET SCARRIC-3.

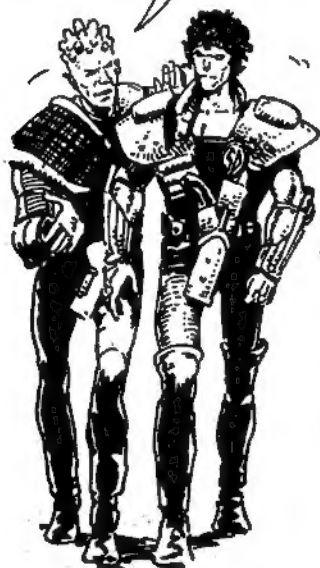
I'LL
TAKE
IT.

NOT YOU, ALPHA. GOT SOMETHING
ELSE LINED UP FOR YOU. SEE
ME AFTER THE BRIEFING, MY OFFICE.

THEN MARK
THE HAAG DOWN
FOR THE WEIRD
BROTHERS!

SOUNDS LIKE YE'RE ON TAE A BIG YIN, JOHNNY! IF YE NEED ONNY CHINAS, DINNAE FERGET THE TARTAN TERROR, KEN!

AN' IF YE DINNAE NEED ONNY CHINAS, CAN YE SEE'S A SHOTTIE O' A TENNER TILL SETTERDAY?



LATER —

TWO MONTHS AGO EARTH-TIME, MAX BUBBA'S MUTIE GANG BUSTED OUT OF THE HI-SECURITY CELLS IN CANTERBURY KEEP.



THE PEACEMAKERS THOUGHT THEY HAD THEM CORNERED IN THE CITY. BUT TRUST BUBBA TO FIND ANOTHER WAY OUT —

THE TIME LAB'S OUR ONLY ESCAPE, BOYS!



"THEY FORCED THEIR WAY INTO THE TIME ROOM —"

YA MEAN — ESCAPE BACK INTO TIME, BOGS?

THAT'S THE PLAN, LOWDOWN!

BUT WHERE'LL WE GO?

ONE TIME'S AS GOOD AS ANOTHER. WE SPIN THE DIAL AND TAKE POT LUCK!

BUT THEY'LL KNOW WHERE WE'VE GONE! THEY'LL JUST FOLLOW US!



UH-UH! NOT IF WE LEAVE 'EM A LITTLE SURPRISE...





THERE HAVE BEEN ENOUGH DISTURBANCES IN THE TIME FLOW AS IT IS. WE FIGURE ONE MAN, WORKING ALONE, IS ALL WE CAN RISK!

ALSO, THERE'S THE ADDED ADVANTAGE THAT YOUR MUTATION IS...ER, SOMEWHAT LESS SEVERE THAN MOST OF YOUR FELLOWS. YOU COULD ALMOST PASS FOR NORMAL.

THANKS, I WOULDN'T WANT TO.

JOHNNY ALPHA'S THOUGHTS ARE BITTER. HELP THEM? WHY SHOULD HE? WHAT WAS THERE ABOUT THIS WORLD THAT WAS WORTH PRESERVING—THIS WORLD THAT HAD TURNED HIM AND HIS KIND INTO THIRD-CLASS CITIZENS?

YEAH... WHY NOT LET IT DIE? LET MAX BUBBA AND HIS KILL-CRAZY MUTANTS INHERIT THE EARTH. THAT WOULD BE THE FINAL IRONY—THE LAST LAUGH ON THE NORMS!

ALL RIGHT, HARVEY. I'M YOUR MAN.

YOU'LL DO IT? PHEW!

FOR A MOMENT THERE I THOUGHT YOU WERE GOING TO SAY "NO".

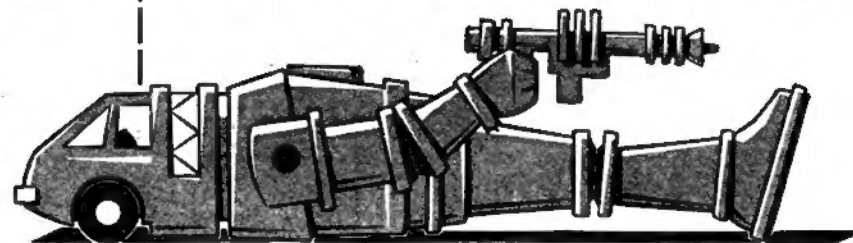
I WAS.

WHAT MADE YOU CHANGE YOUR MIND?

WAY I FIGURE IT, YOU'D ONLY GET SOMEONE ELSE. IF THIS THING'S GOING TO GET DONE, IT MIGHT AS WELL BE DONE RIGHT!

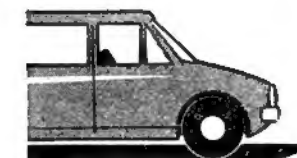
Next Prog: 793AD!

**ELEVEN
TIME LORDS
YET TO
CRUSH
THE
ROBOT
STARSHIP
ATTACKED
THE
KING FIRST.**



**VERY
E
OU
OSS
HE
OAD
OP**

**E
ERB.**



MEAN MEAN

ARTIFICIAL-MAJOR,
2886, GALACTIC
DEATH-BOWL
CHAMPION BAD
JACK KELLER AND
HIS MEAN TEAM
MAKE A BLOODY
BID FOR FREEDOM—

THIS IS A HIJACK!
GET THIS SHIP
LIFTED!

I CAN'T
DO THAT,
MISTER—

CAN
YOU DO
IT?

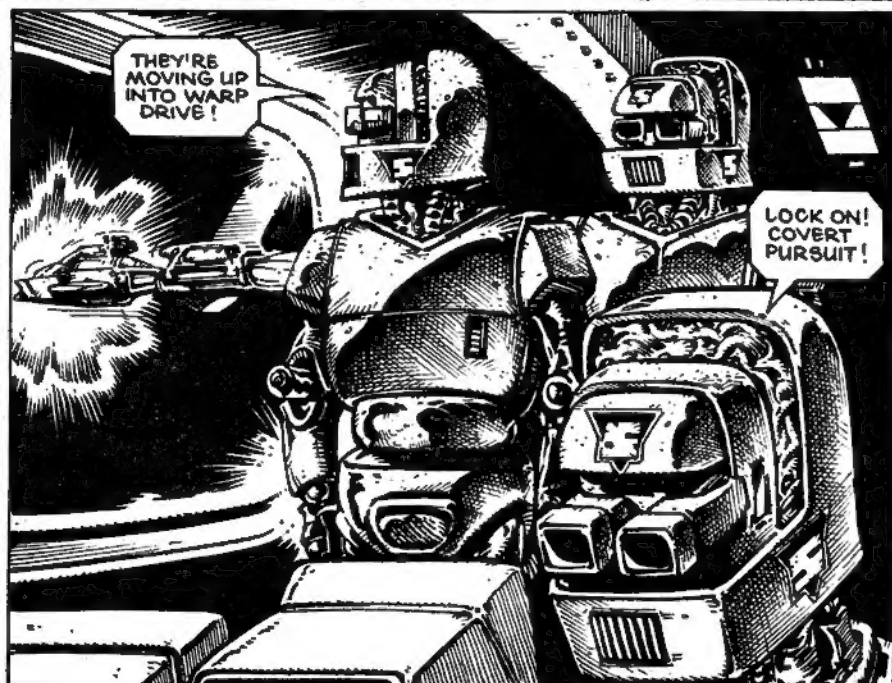
AAAH!

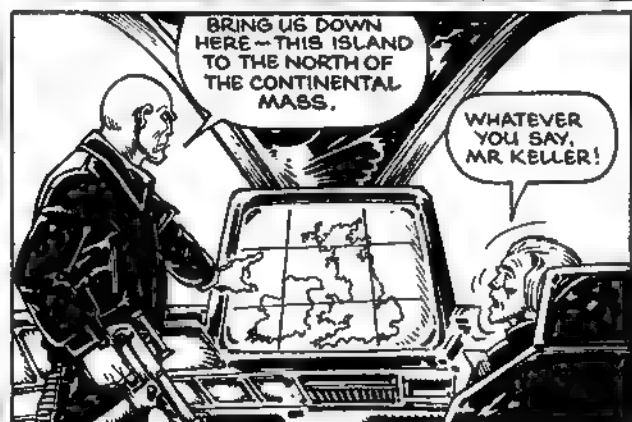
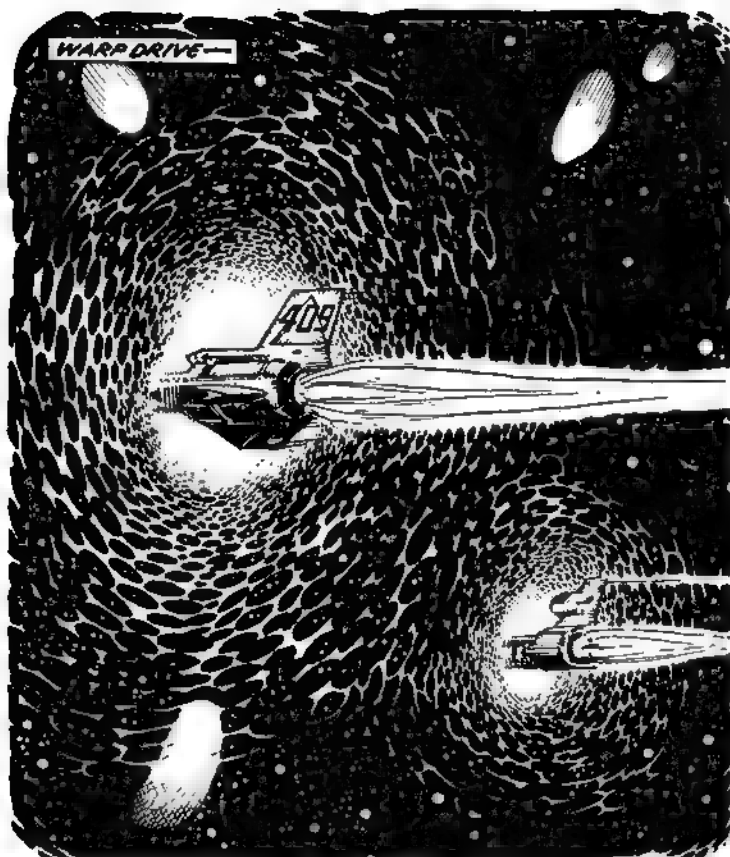
Y-Y-YESIR!
WHATEVER
YOU SAY!

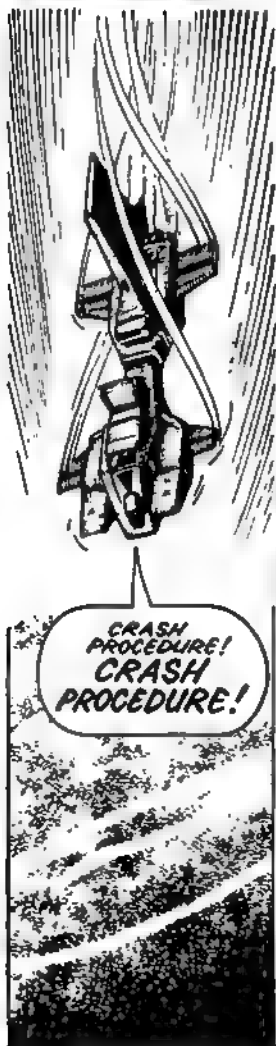
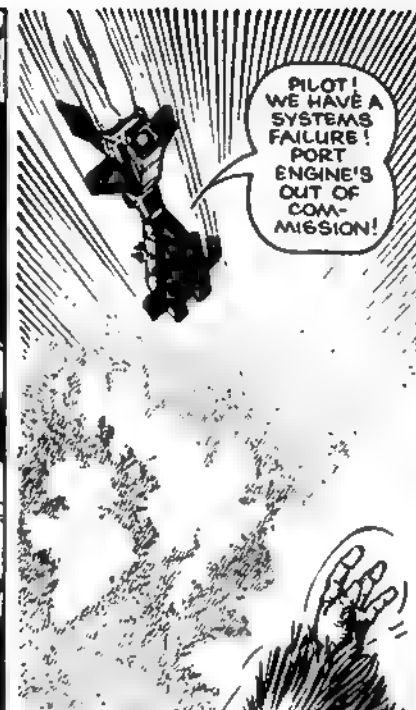
THIS IS
SPACEPORT
SECURITY!
MEAN TEAM—
COME OUT
WITH YOUR
HANDS HIGH!

2000AD
Credit Card:
SCRIPT ROBOT
"THE BEAST"
ART ROBOT
BELARDINELLI
LETTERING ROBOT
TONY JACOB
COMPU-73c

FLIGHT 409
MAKING
UNAUTHORISED
DEPARTURE!
PURSUIT
CRAFT—
INTERCEPT!







Circuit-Busting Competition!

25 GHOSTBUSTERS VIDEOS MUST BE WON!

© 1984 Columbia Pictures Industries Inc. All Rights Reserved.

This Christmas, the big seller among videos is bound to be the Ghostbusters Video, released by RCA/Columbia Pictures Video U.K! Thrill-Buster Tharg the Mighty has twenty-five copies of Ghostbusters as prizes in this zarjaz competition! Enter it now!



**GHOSTBUSTERS
VIDEO**

HOW TO ENTER

Listed on this page are eight 2000 AD characters who would be worthy additions to any team. How well do you think they could help the experts at ghostbusting? What we want you to do for this competition is place the 2000 AD characters in the order you consider they would be most useful at ghostbusting!

For example, if you think that SAM SLADE would be the most useful character of them all, put 'C' in the box under 1 on the entry coupon. Your next choice goes under 2 and so on for all eight. When you have written your order down in this way complete the coupon with your name, age and address, then cut it out and stick it firmly onto a postcard or the back of a sealed-down envelope. Post your entry to: 2000 AD GHOSTBUSTERS COMPETITION, LONDON SE99 6YP, to arrive no later than the closing date, Friday, 13th December, 1985.

The prizes will be awarded to the 25 entrants who, in the opinion of the judges, have shown the greatest skill and judgement in assessing the usefulness of the characters listed. In the event of a tie or ties for any prize(s), a postal eliminating contest will be held between the tying competitors to determine the eventual winner(s). This competition is open to all readers in Great Britain, Northern Ireland, Eire, the Channel Islands and Isle of Man other than employees (and their families) of IPC Magazines Ltd., RCA/Columbia Pictures Video UK, and the printers of 2000 AD. No entrant may win more than one award and no correspondence will be entered into.

All entries must be on a postcard or the back of a sealed-down empty envelope and must bear the entrant's own name, age and address. The judges' decisions are final and legally binding. All winners will be notified and the result published later in 2000 AD.

HOW DO YOU RATE THESE CHARACTERS AS GHOSTBUSTERS?

- A. JUDGE DREDD
- B. NEMESIS
- C. SAM SLADE
- D. JUDGE ANDERSON
- E. JOHNNY ALPHA
- J. SLAINE
- K. HENRY MOON
- L. ROGUE TROOPER

FREE ENTRY COUPON

2000 AD GHOSTBUSTERS COMPETITION

1	2	3	4	5	6	7	8

NAME

AGE

ADDRESS

.....
.....

PLEASE CUT NEATLY AROUND THIS LINE

EVERYBODY WANTS TO BE A HERO

ADVERTISEMENT



NIGHTCRAWLER™
Kurt Wagner
Mutant; member of the X-Men

Fighting:	EXCELLENT
Agility:	AMAZING
Strength:	TYPICAL
Endurance:	REMARKABLE
Reasons:	GOOD
Intuition:	EXCELLENT
Psyche:	EXCELLENT
Health:	106
Karma:	50
Resources:	POOR
Popularity:	2

Powers:

TELEPORTATION: Nightcrawler can move instantaneously from point to point, this movement accompanied by a cloud of sulfurous smoke and a "bawling" noise. His limits are two miles east/west, 3 miles north/south, and 2 miles vertically. Kurt can teleport within these limits safely, but if approaching his maximum range (or carrying other people or heavy weights) he must make an Endurance FEAT roll. Failure indicates disorientation or loss of consciousness for 1-10 rounds. Anyone accompanying Kurt on a teleportation must make a Yellow Endurance FEAT roll or suffer the same fate. Kurt does not usually teleport blindly into unknown locations, since teleporting into a solid object would cause severe trauma and possibly death. If this does happen, make a Red Endurance FEAT roll. Success indicates he managed to teleport safely, but loses 100 Health. Failure means Health is reduced to 0, and Endurance is checked again to see if death occurs. Kurt can perform a second action in the same round that he teleports if he makes a successful Endurance FEAT roll.

WALL CRAWLING: Kurt can adhere to most surfaces with his hands and feet, allowing him to crawl along walls and ceilings at 3 areas per round. He does this with Amazing ability, but cannot adhere to extremely slippery or frictionless surfaces.

TALENTS: Kurt is a skilled acrobat and fencer, receiving an UP ONE shift when fighting with a sword. He is also skilled in first aid, electronics, and mechanical repair.

BACKGROUND: Kurt Wagner was born in the Bavarian Alps and raised by a gypsy circus. When local townspeople accused Kurt of being a demon, the young German was rescued by Professor X and recruited into the X-Men. His shy, clownish attitude serves to conceal the feelings of a deeply religious and concerned young man. He has recently been reunited with his childhood sweetheart, Amanda Sefton™.

round that he teleports if he makes a successful Endurance FEAT roll.

PREHENSILE TAIL: Nightcrawler can support his own weight by his tail, and can use the tail as well as a third hand with his normal Amazing Agility.

INDIGO FUR: Nightcrawler's dark fur allows him to blend into deep shadow. Anyone looking for him or trying to hit him in the dark (without infravision, radar, or similar locating abilities) receives a two column shift to the left. Kurt treats his invisibility as incredible when attacking by surprise from darkness.

MARVEL SUPER HEROES™ HEROIC ROLE-PLAYING GAME

Straightforward, no nonsense rules that capture the thrill of the comic books.

You can be all the MARVEL SUPER HEROES™ characters including the X-MEN™, DAREDEVIL™, the AVENGERS™, the MIGHTY THOR™, CAPTAIN AMERICA™, the HULK™, the FANTASTIC FOUR™, SPIDER-MAN™,.... or even the character in this advert!

Everything you need to save the world is right there in the box....

Available from better games shops or, in case of difficulty, contact:



TSR UK Limited
The Mill
Rathmore Road
CAMBRIDGE CB1 4AD


JUDGE DREDD

THEY COME SCREAMING OUT
OF THE SUN CANNON
SPITTING DEATH WARRIORS
OF A BYGONE AGE —

THE SQUADRON THAT TIME FORGOT

**FEUER!
FEUER!
FEUER!**

TAKKA

TAKKA

TAKKA

TAKKA

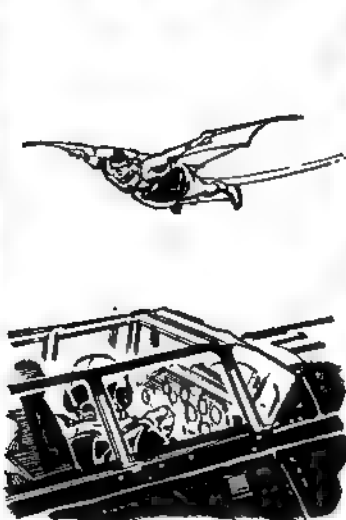
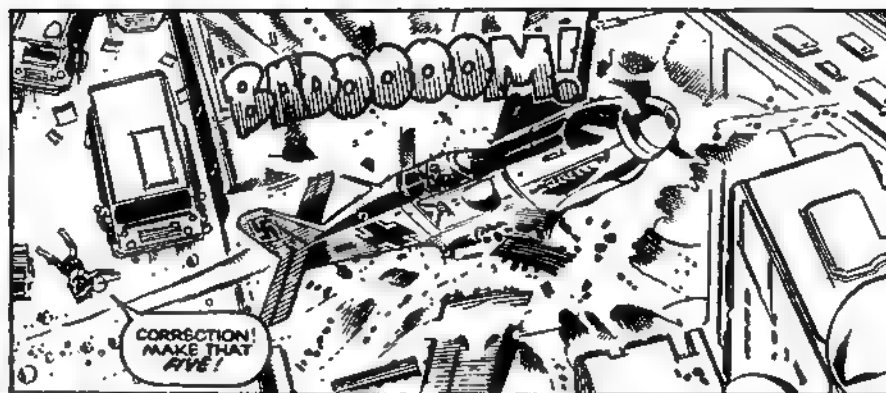
PAKKA

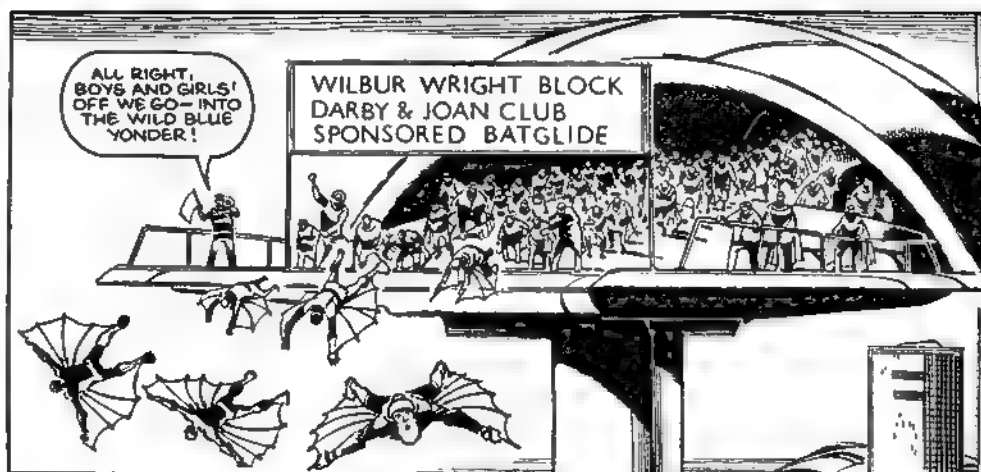
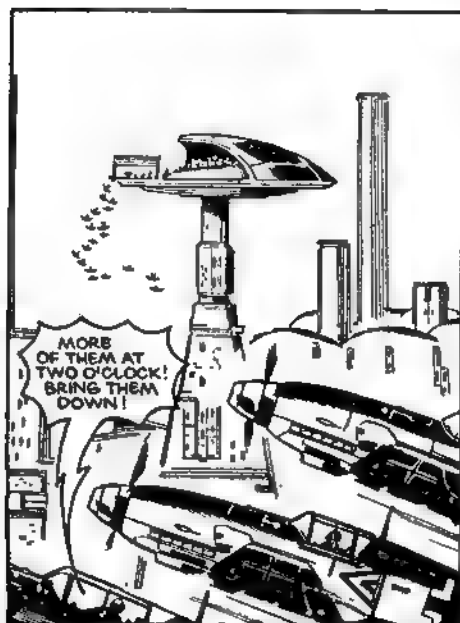
TAKKA

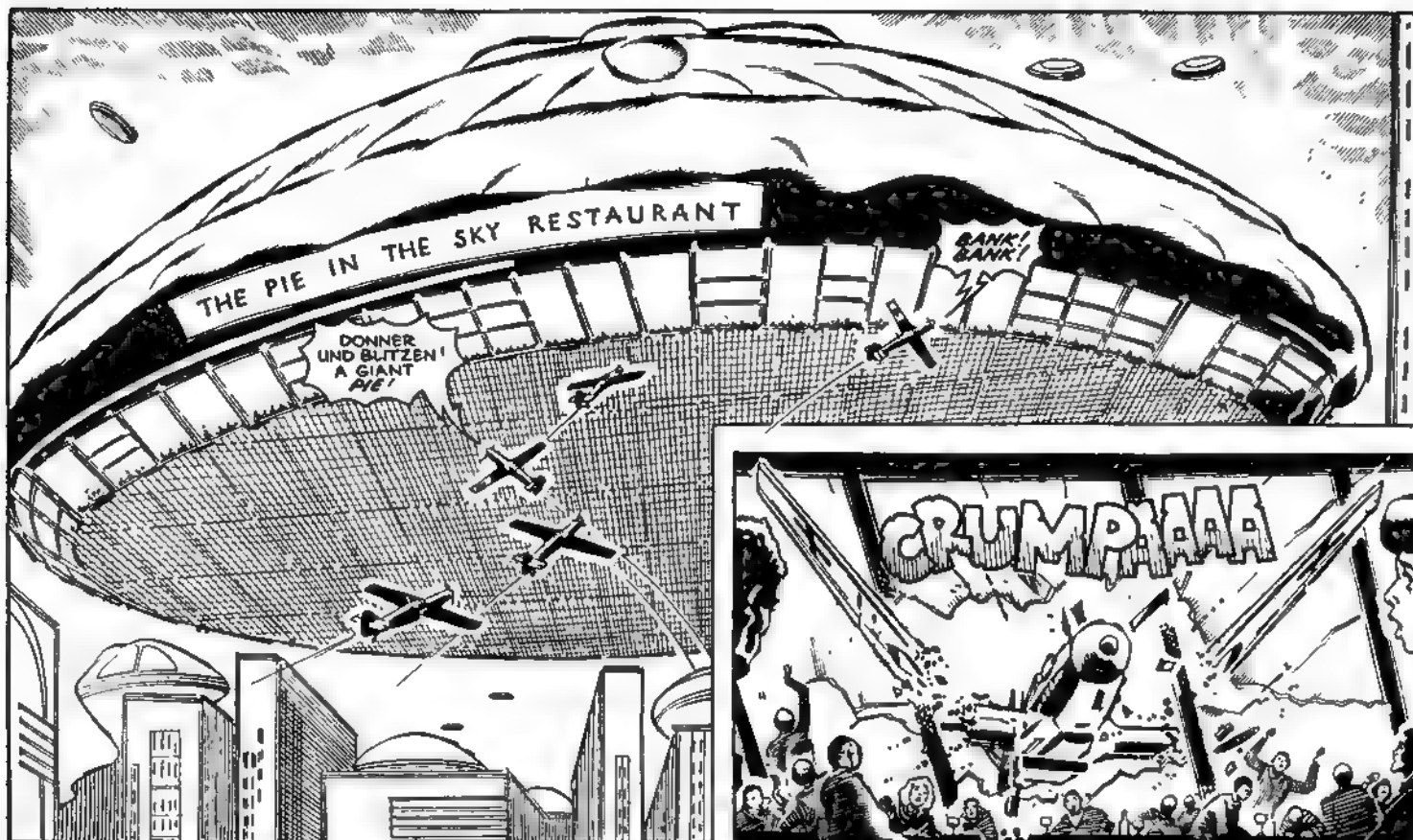
TAKKA

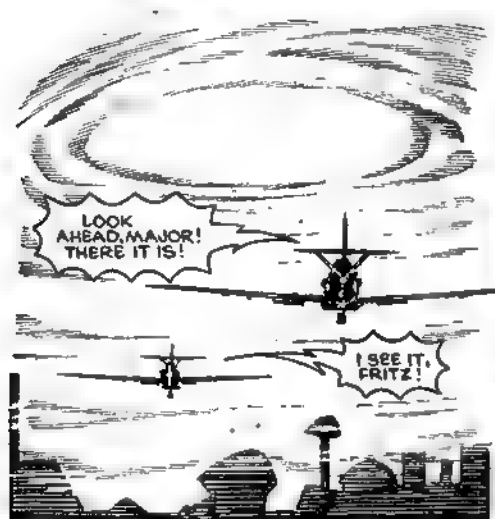
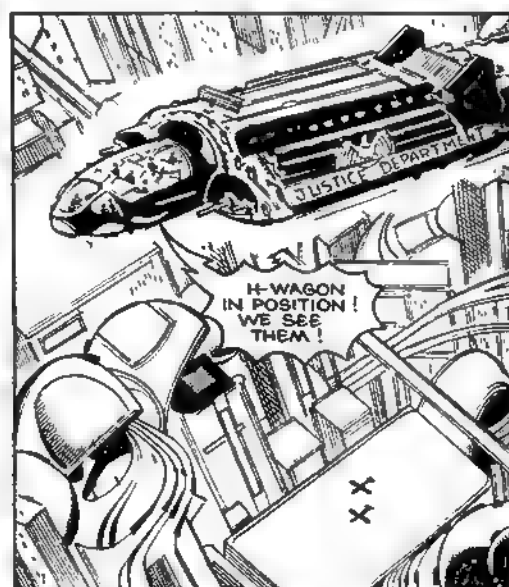
DREDD TO CONTROL!
WE'VE GOT SIX
UNIDENTIFIED AIRCRAFT
ATTACKING SECTOR 213!

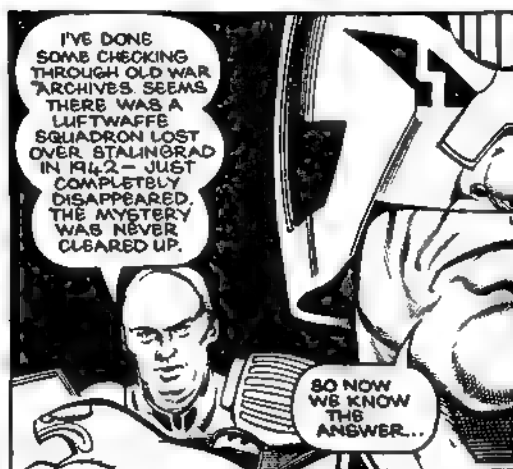
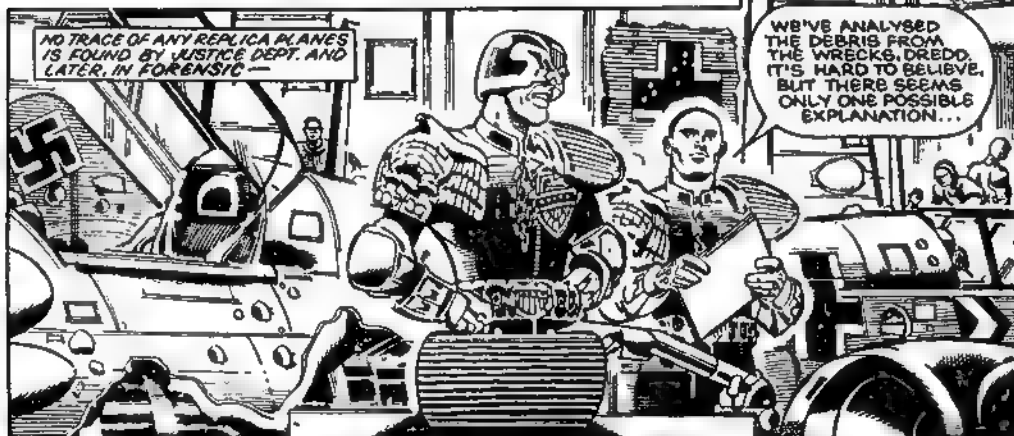
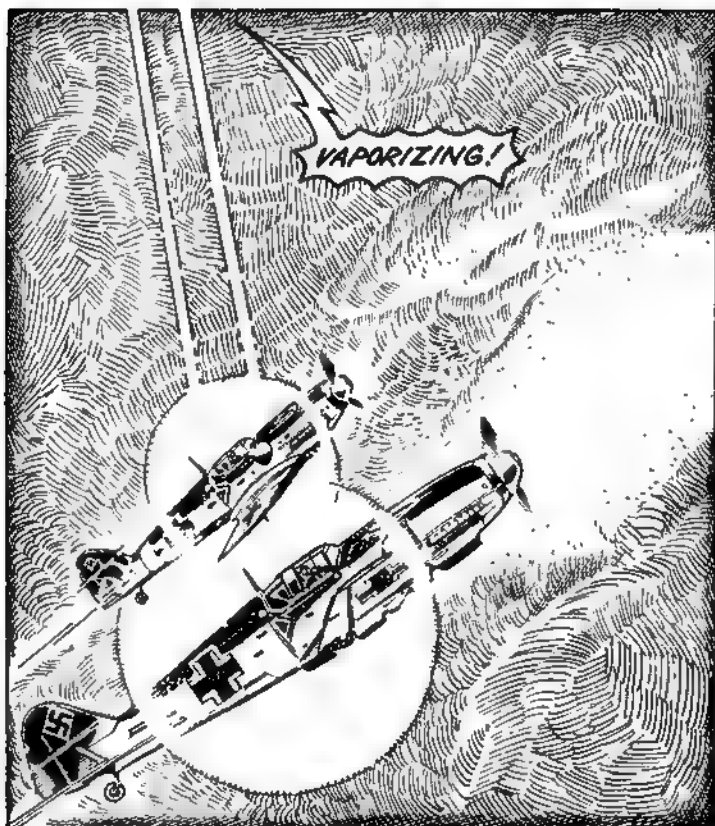
SECRET
T. B. GROVER
ART
RON SMITH
MURDER
JACOB











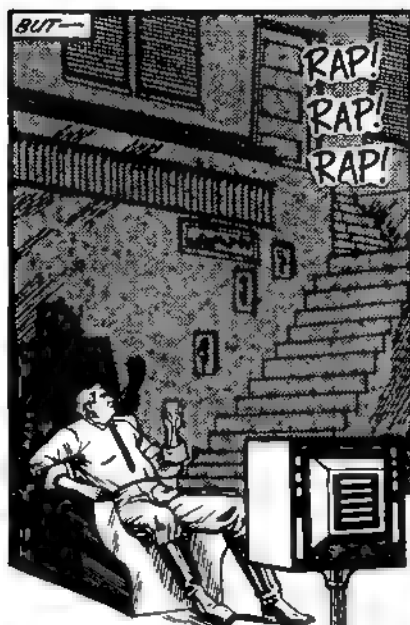


THARG'S FUTURE-SHOCKS

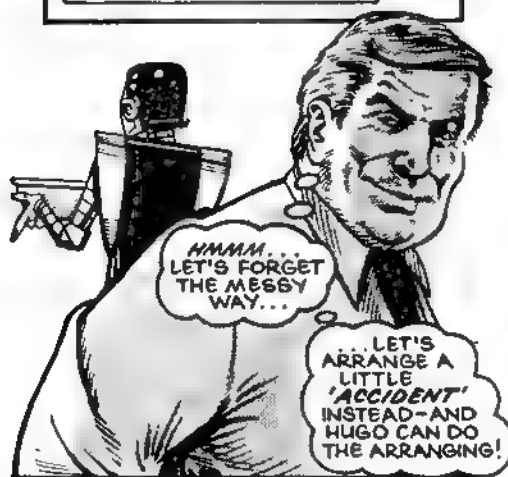
HOW TO
MURDER
YOUR
DROID!

IS YOUR DROID AN EMBARRASSMENT TO YOU? ROBIN HITCHCOCK'S BUTLER DROID HUGO WAS!





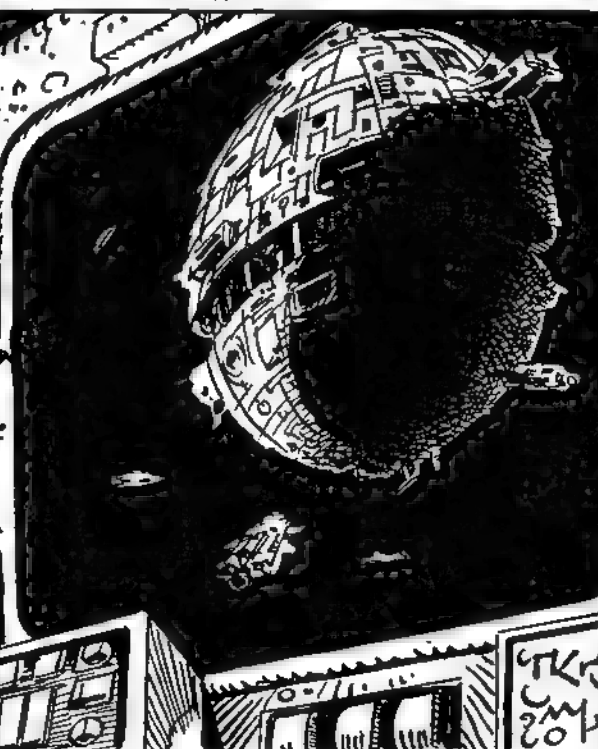
LATER, IN A SEEDY DOWNTOWN BAR—





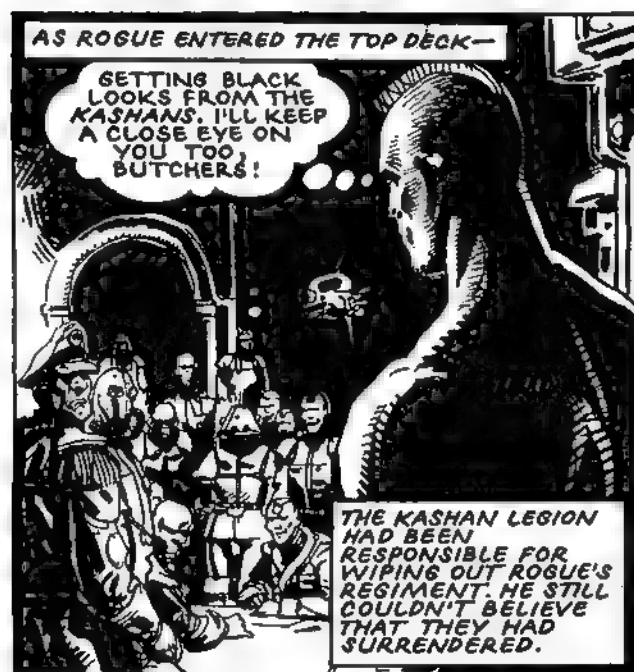
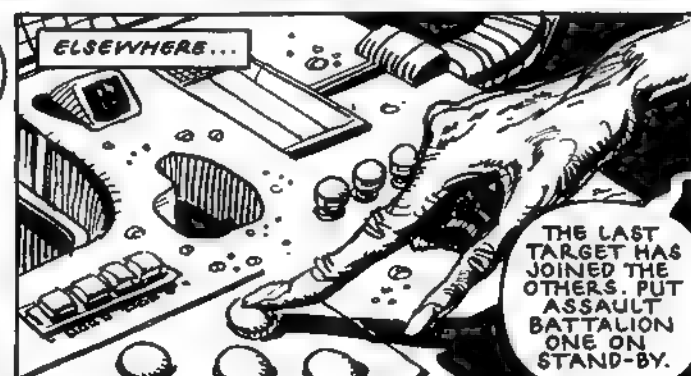
ROGUE TROOPER

THE WAR BETWEEN THE NORTS AND THE SOUTHERS IS NEARLY OVER. ON MILLI-COM, LEADERS FROM BOTH SIDES HAVE GATHERED FOR THE FORMAL SIGNING OF THE PEACE TREATY... UNAWARE THAT THEIR EVERY MOVE IS BEING WATCHED...



2000AD
Credit Card:
SCRIPT ROBOT
GERRY FINLEY-DAY
ART ROBOT
JOSE ORTIZ
LETTERING ROBOT
STEVE POTTER
COMPU-73









Slaine



DARE YOU
ENTER
THE TOMB
OF
TERROR?

Next Prog. Adventure Gaming gets Thrill-Powered as Slaine begins a new, 15-part saga in which YOU are the hero!

If you accept the challenge, your mission will be to slay the dark god Grimmismal before he can escape and lay waste to planet Earth!

2000 AD PROG
447—ORDER
YOUR COPY
NOW!